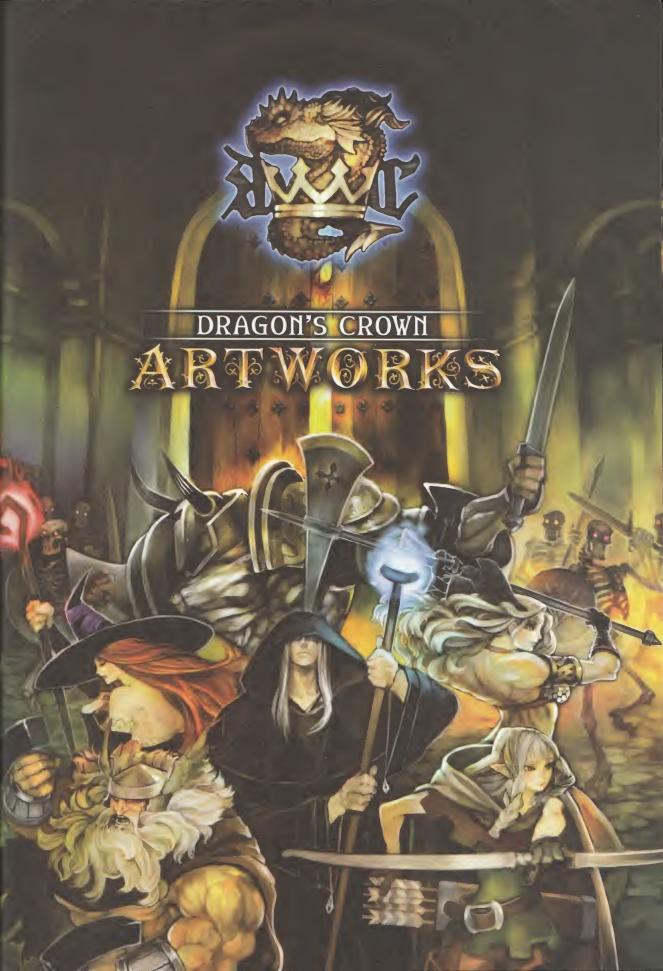
DRAGON'S CROWN ARWORKS



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Foreword

Thank you very much for purchasing Dragon's Crown.

To all the customers who have been looking forward to this game since its first announcement in 2011, please forgive us for making you wait two years for it. Dragon's Crown has become a deeply moving product for me, and I would like to explain the circumstances that made it that way. I drafted the first plan for this game about 15 years ago, immediately after I created a game called Princess Crown. It never saw the light of day at that time, but ever since, in the depths of my heart I've been wanting to make it exist if the opportunity ever arose.

Many months and days passed after that first draft, and when I established a small game company called Vanillaware, that opportunity finally came. A senior at a certain company that I used to work for asked me if I had any plans for a game. I seized that chance to reorganize the plan for Dragon's Crown that I'd been dreaming of. To make a long story short, that plan didn't come to pass with that company, but I received a sudden approval from an unexpected company, and production of this game as a title for UTV Ignition began.

However, in the middle of development in 2011, UTV Ignition decided to retreat from the gaming industry. The project was up in the air, we were out of development funding, and I was just about to give up on continuing the project when Atlus stepped into the picture. They had lent us a helping hand time and time again, from Princess Crown to Odin Sphere, and once again, they saved us from our predicament. Now, in the summer of 2013, after a long development period full of twists and turns, Dragon's Crown is complete. It has been a rare piece of work, and we were able to spend four years creating and elaborating upon it.

The motif within Dragon's Crown is all the fantasy works that have affected me until now: the PC RPG Wizardry that I first came into contact with when I was a student; Ian Livingstone's gamebooks; games like Tower of Druaga, Golden Axe, and The King of Dragons, that I was constantly going to arcades to play. If I were to take the time to mention every title, the list would never end. Because I had the time, I was able to inlay Dragon's Crown with such glittering treasures both as homages and as an essence within it.

Participating in the development of the D&D® Tower of Doom arcade game at Capcom in my early 20s was truly something that I had aspired for. Its influences on this product are unfathomable. Now that development of Dragon's Crown is over, I feel it is something that I can proudly say, "Please, play this game" to my old friends at Capcom. This is all thanks to the staff that put forth their abilities and poured their passions into this product, and those who believed in this project and supported us by lending a hand.

And, most of all, it is thanks to our customers that we were able to make another one of our dreams come true. I'd like to thank everyone and wish from the depths of my heart that your experience with this game will be truly enjoyable.

If you enjoy this game, that will become Vanillaware's driving force to challenge a new dream.

Vanillaware President, George Kamitani







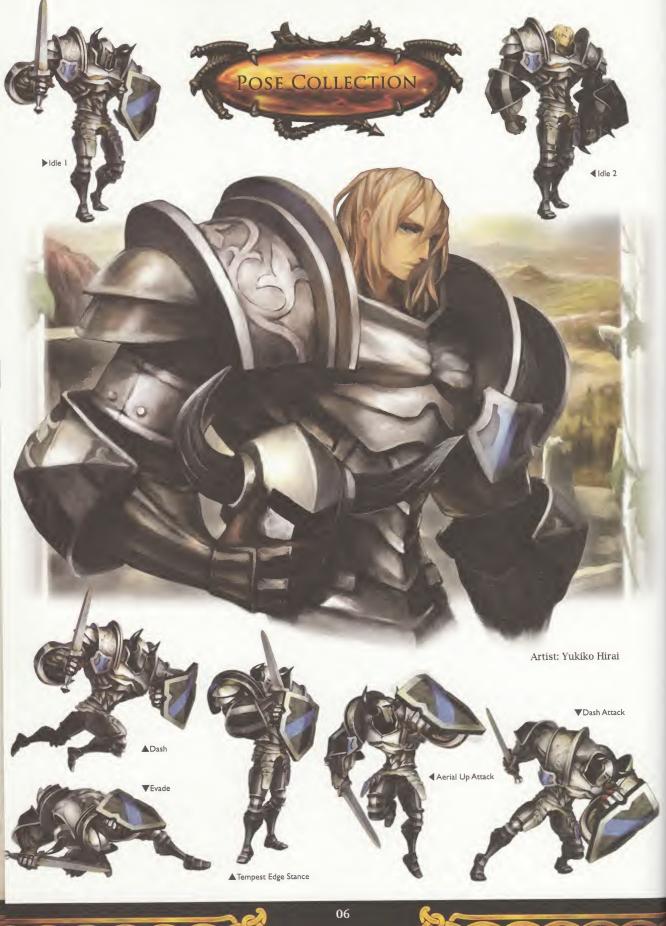




























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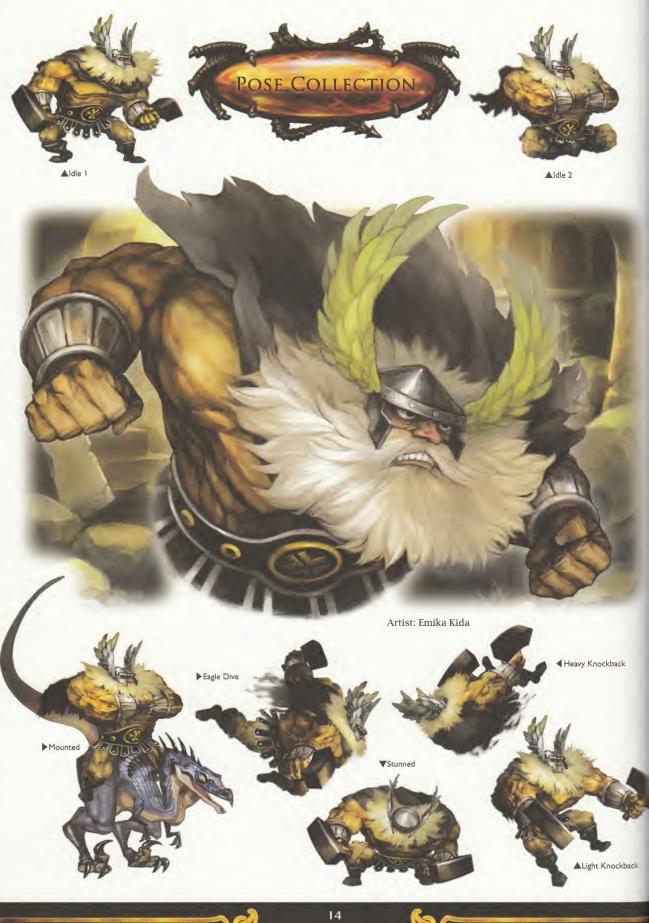




















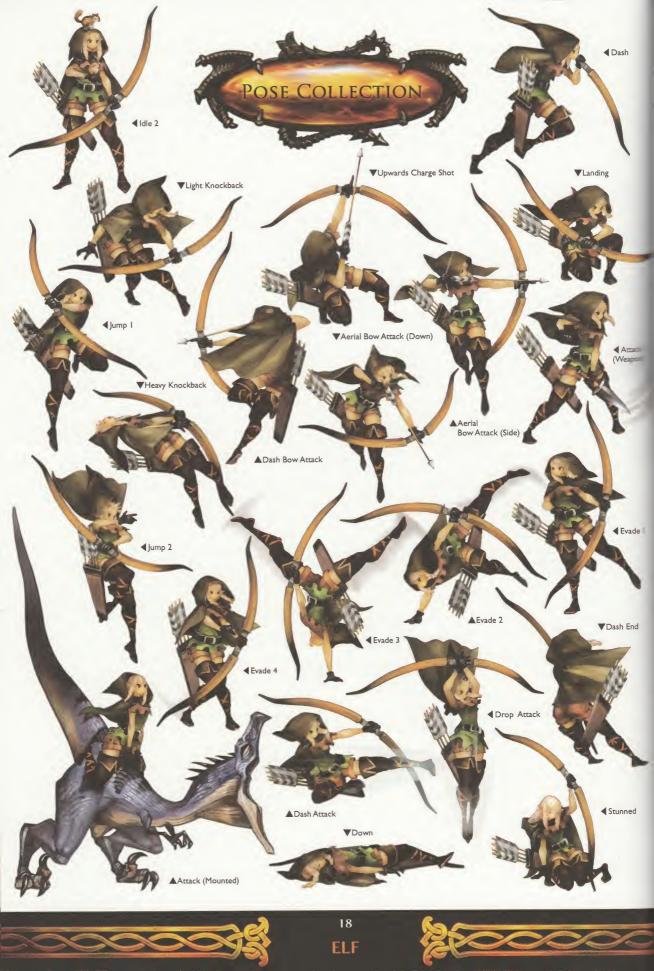


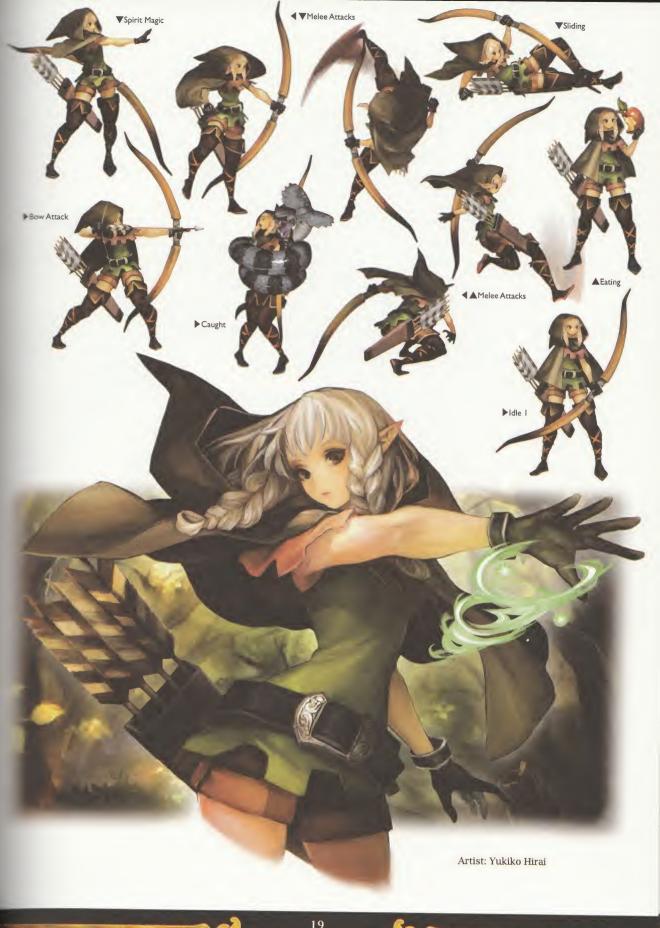














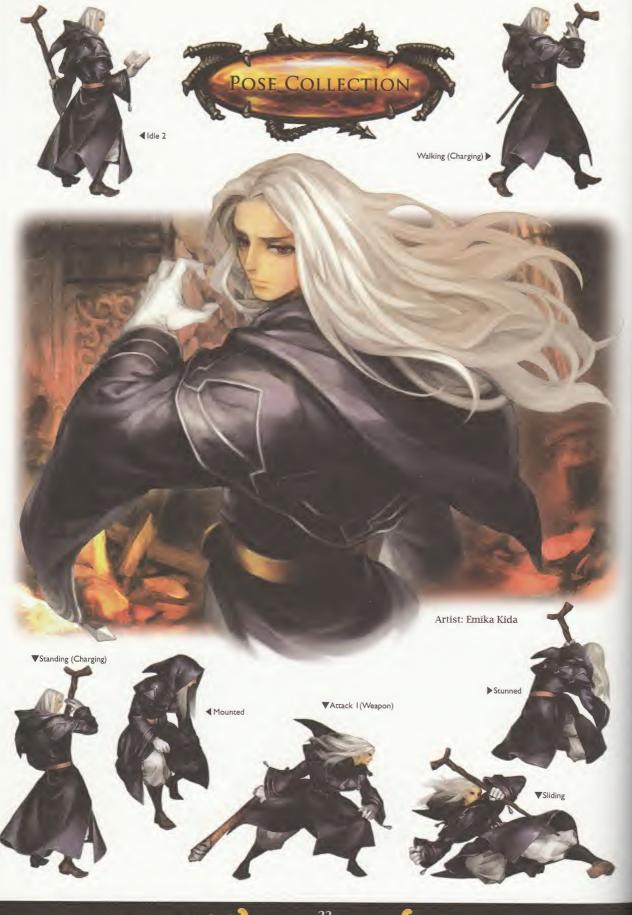












































HYDELAND TOWN FACILITIES



Dragon's Haven Inn



ADVENTURERS GUILD



Canaan Temple







MORGAN'S MAGIC ITEM SHOP



MAGICIAN LUCAIN'S TOWER



GATE











Labyrinths of Hydeland 🦀



The players have come to the town of Hydeland as adventurers. Just like all the others, they came to challenge the dangerous labyrinths from the ruins on the outskirts of the city.

But, as the rumors said, these places were no laughing matter. Only a select few return alive, and those whose bones are eventually found by others and buried behind the temple are considered fortunate.

Ancient Cemple Ruins

The ruins of this temple from the long-ago Elician Era remain full of mysteries and treasures Legend tells that an elder dragon from the age of myths destroyed this civilization overnight.

Old Capital

This city was once the capital of a great empire to the north, but fell to an invasion. Now, these ruins are a dangerous place, where dragons and wyverns make their nests.

Wallace's Underground Labyrinth

It's said this underground maze was created in a single night with magic. lthe amost dangerous place with traps everywhere that thwart all who would attempt to enter it

Bilbaron Subterranean Fortress

This fortress constructed within a canyon is currently in the possession of an army of Orcs. The king's army continues to make flerce attacks to take back this strategic point along the kingdom's borders





Castle of the Dead: Catacombs

This vast network of catacombs contains an uncountable number of skeletons.

Only the sheer number of corpses littering this place tell of how this area once flourished in the past.

Ohost Ship Cove

The interior of this crevice along the coast is vast in itself like another sea.

This region is feared by sailors, and many ships have gone missing here.

Forgotten Sanctuary

In the time of the gods, people attempted to construct a giant tower to reach the heavens. The gods were angered by this arrogance, and it is said those people were destroyed along with the city that used to stand here.

Magician's Tower

This tower was once considered the sanctuary of wisdom, admired by magicians and a symbol of higher learning it was captured by rebel forces who sought the kingdom's decline and now it is feared as a symbol of evil.

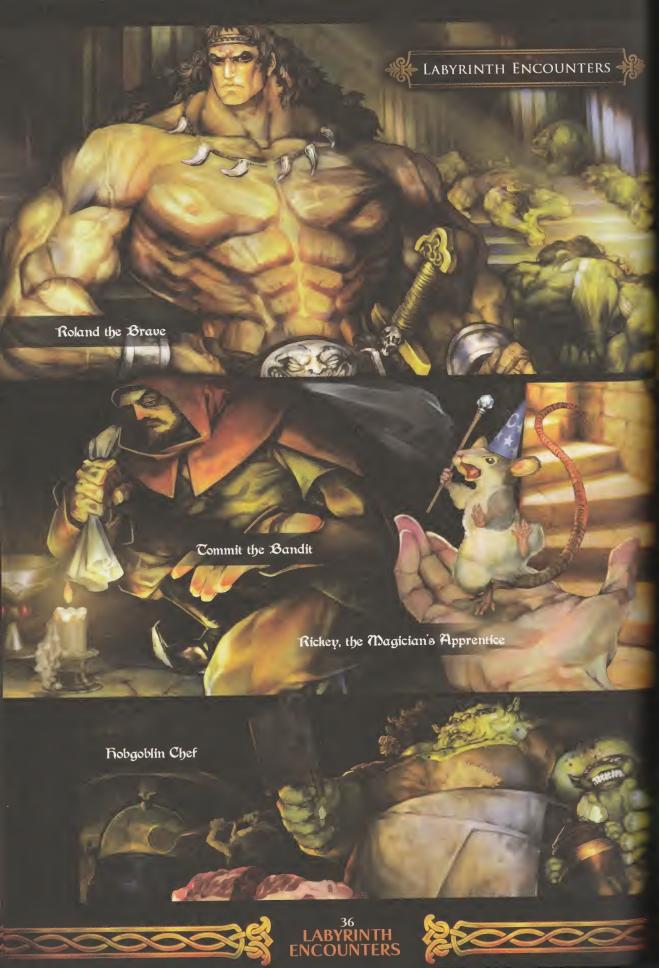
Lost Woods

Here in the Lost Woods, the same scenery repeats endlessly until you lose all track of where you came from Legend has it that only the hermits who make this place their homes know of the way out.



35 LABYRINTHS OF HYDELAND

























rumor says that they can be quite delicious when cooked properly.







PUBLICITY ARTWORK



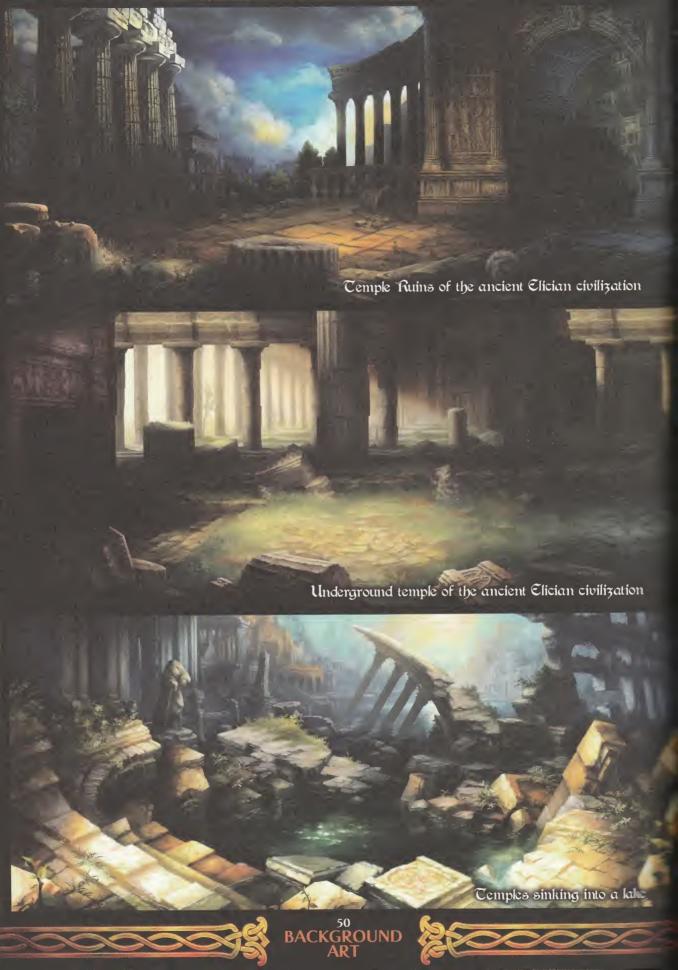




PUBLICITY ARTWORK











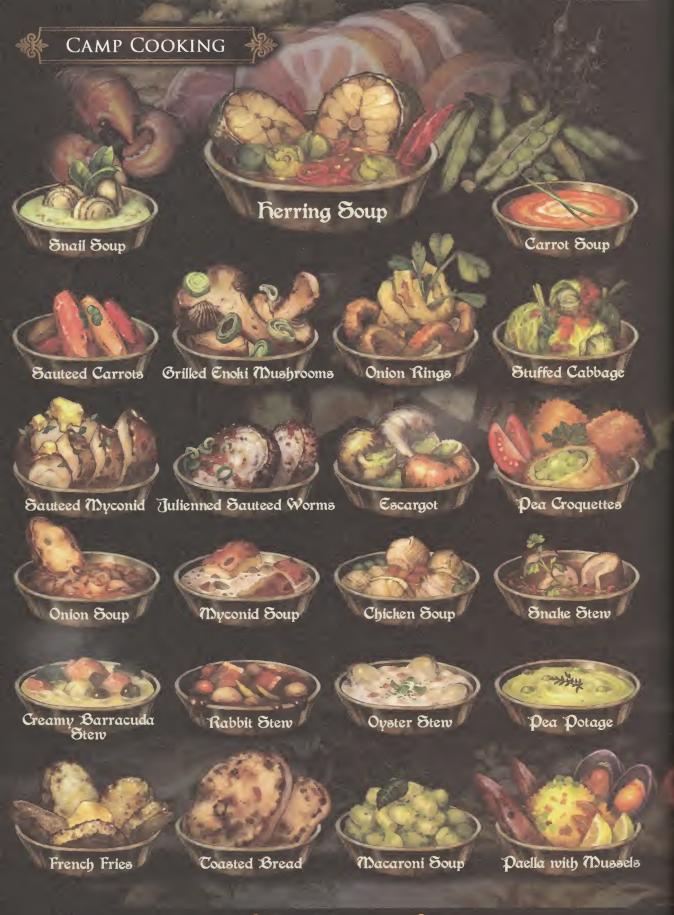




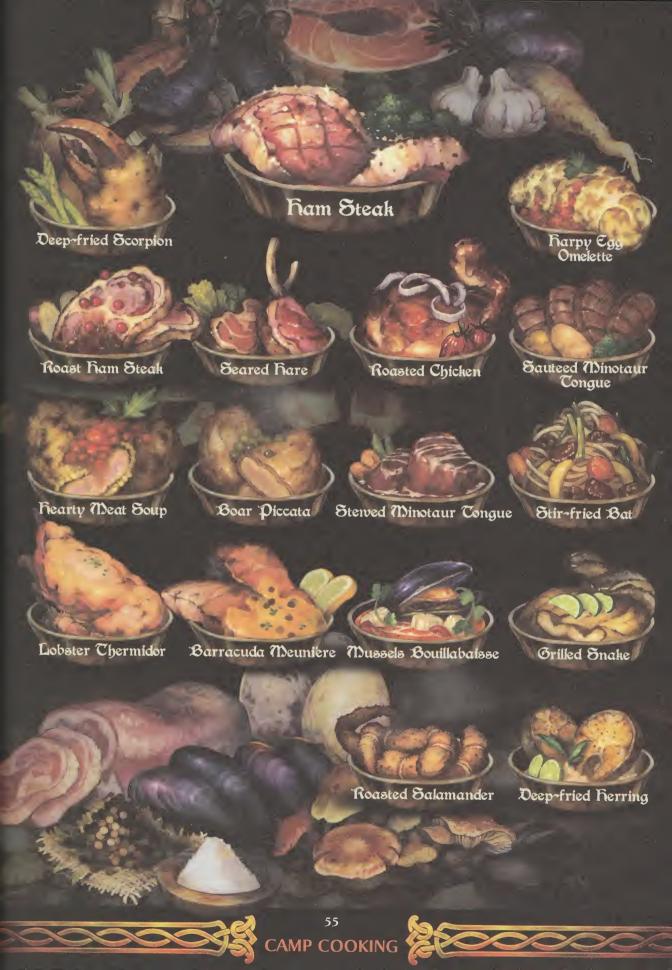


53 BACKGROUND ART

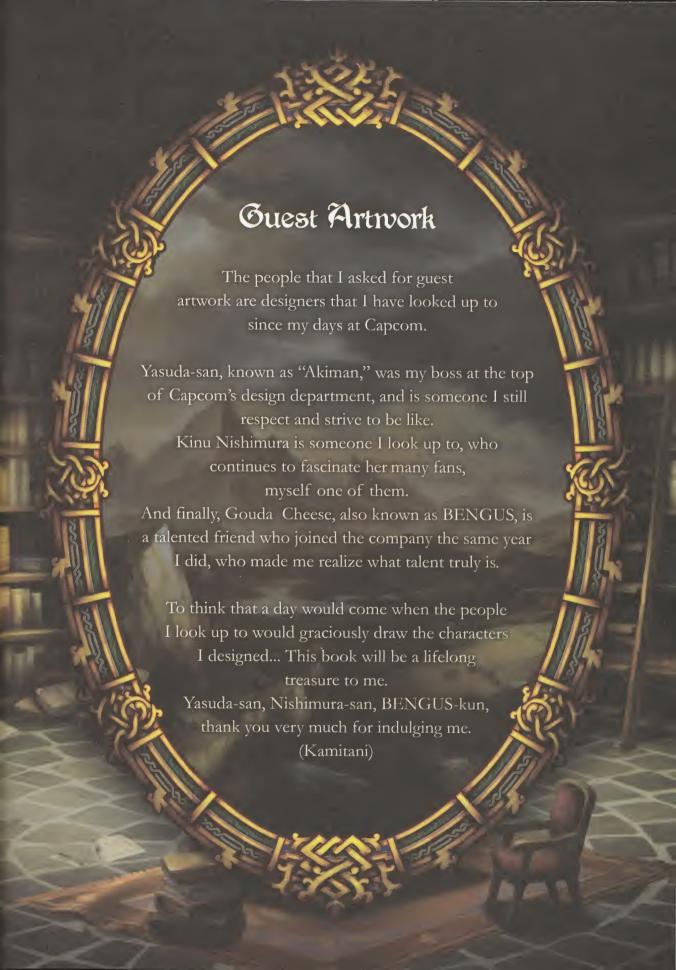


























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VANIET AWADE





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DRAGON'S CROWN MARTWORKS



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